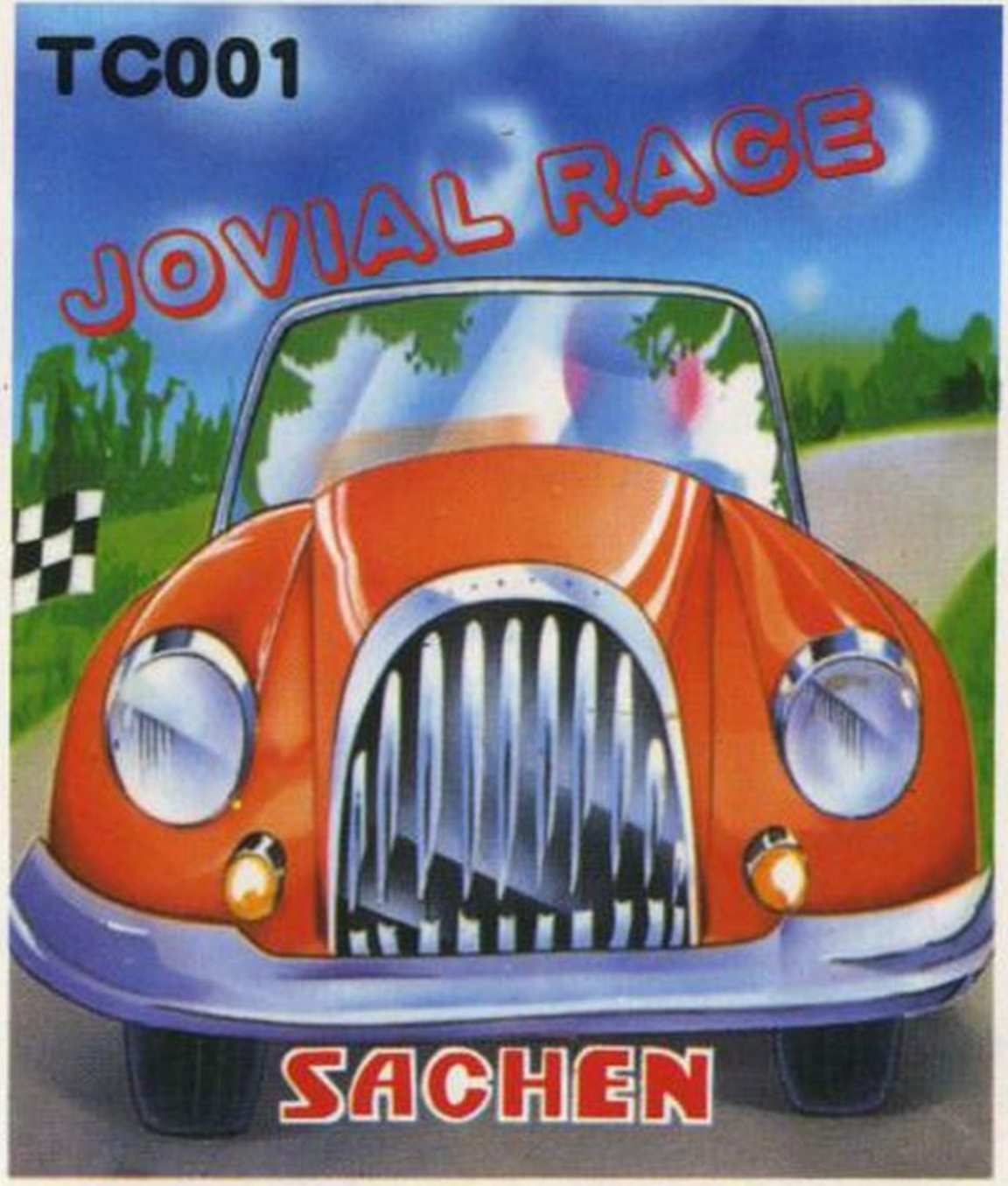
SACHEN



TC001

JOVIAL RACE

JOVIAL RACE CONTROL SUMMARY

CONTROLS

Control Pad Arrow:	Move the jovial car in the indicated direction. Also move the arrow to select the goods.
Button A:	Use the weapon. Also identify the goods.
Button B:	Puff out the smoke.
Start Button:	Starts the game. Also enters or leaves the shopping mall.
Select Button:	Choose the weapon that you need.
Attention:	Don't use the continuous-shooting mode. When two players: Player 2 cannot enter shop for shopping without `the use of joystick.

I. INTRODUCTION

It was an ordinary bright sunny day, but suddenly things happened that were not normal. With the incredible 'JOVIAL CAR' anything could happen. I am not going to tell you everything, you better come with me and experience a trip of a life time.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use.)

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

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II. GAME CONTROL

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III. GAME MECHANICS

There are a total of 75 stages in this game and 5 stages be a round. Each time when stage number is 0 or 5, then it is bonus stage, greater score is available. (Crazy car will stop) If you have collected all of the flags in a round, then you will be allowed to enter next. Anytime you wish, you can enter the shopping mall for shopping by press start button.

IV. THE SHOPPING MALL

There are all of the goods as below:

1. Turbo engine

Increase the speed of your car.
(30 seconds only.)

2. Energy saver

It can save your energy.

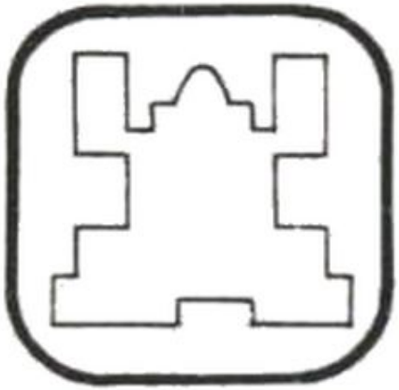
3. Freezing gun

It is able to freeze the crazy car.
(6 times only.)

4. Special wheel

Your car is able to pass the mud patch.

5. 'Invisible machine

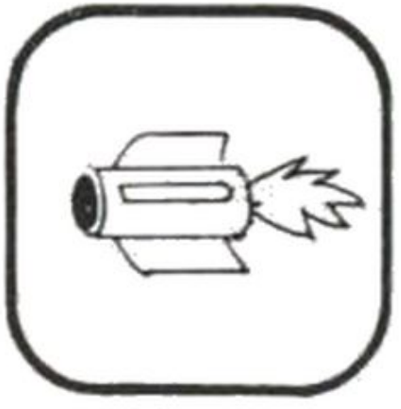


It can make your car invisible
(30 seconds only.)

6. Bumper

It can make your car bypass the block (30 seconds only.)

7. Rocket



It is a powerful weapon (6 times only)

8. New Jovial car

V. THE FRUIT AND THE FOOD

Fruit and food will be changed to money.

VI. THE FLAGS

1. The blue flags — Will increase your score.
2. The red flags — Will double your score.
3. The yellow flags — Will supply you the energy.

1.

2.

3.

VII. THE OBSTACLES

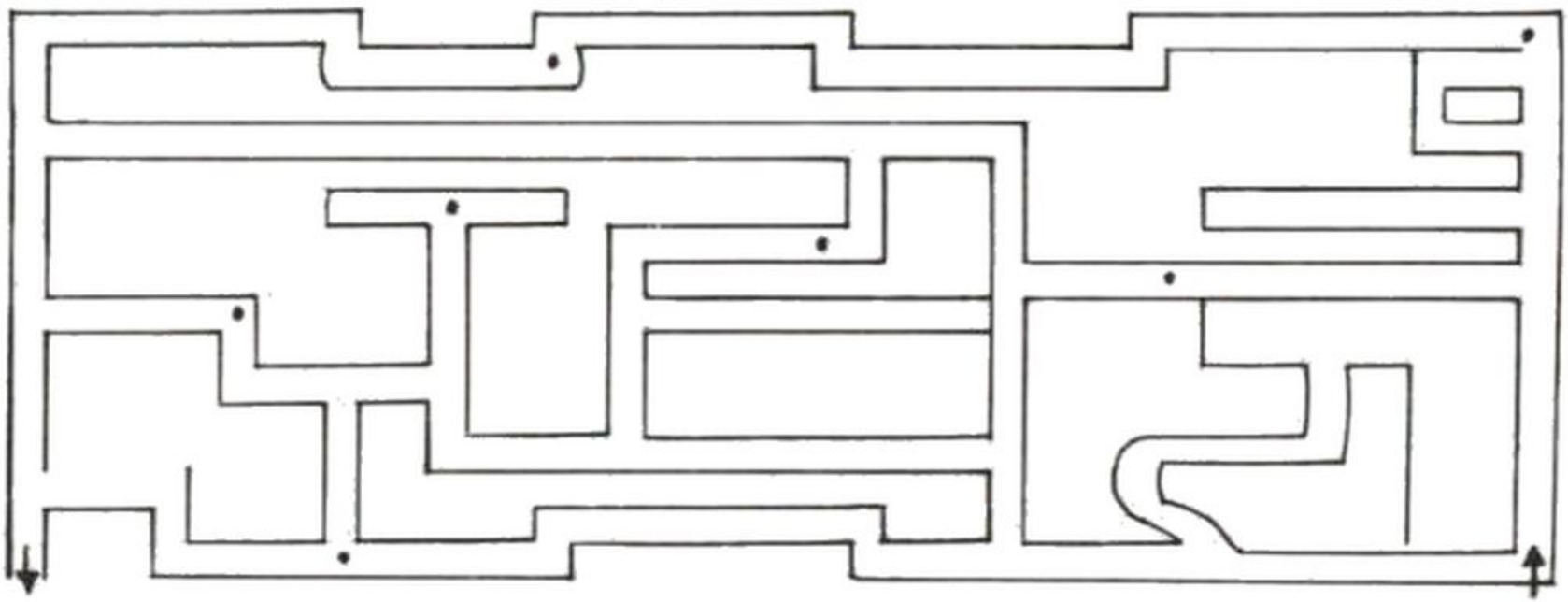
1. The stone — Crash by stone, JOVIAL will explode.
2. The mud — Stick in the mud will lose your energy.
3. The crazy car — Crash by crazy car, JOVIAL will explode too.

4. The dog, the duck and the rabbit.

There are dog, duck, rabbit which will walk arround here and there. If you run over any animal, your money will be reduce 100 – 800 dollars.

VIII. THE SATELLITE MAP

Show the position of Jovial car, crazy car and flags.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protectin against such interference in a residential installatin. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES®is the abbreviation for Nintendo Entertainment System®.

JOVIAL RACE EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____ / _____ / _____ PHONE #(Optional): ( ) _____ — _____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMESTHAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5:TOO MANY)

PLACE
STAMP
HERE

SACHEN